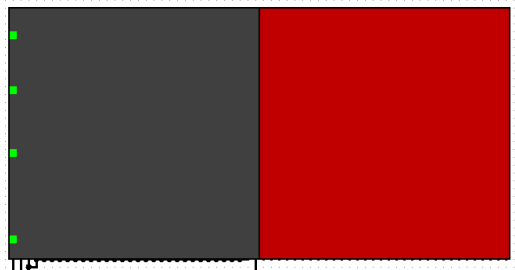


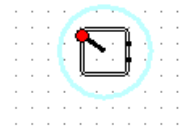
Project 1

Due Date March 29, 2019

Design and Implement either A or B



LED MATRIX

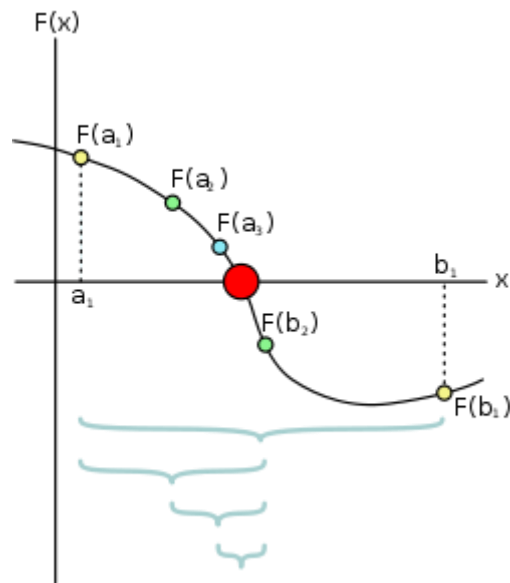


JOYSTICK

A. Ping Pong Game

In Logisim, Design a 2D ping pong game. You must implement your circuit as a Finite State Machine with Datapath. The better the game play the better your grade is.

- Using Joystick gets extra points
- No FSM no grade
- C code, State Diagram, State Transition Table, Boolean
- Expressions must be included in a report.
- Demo is a MUST.
- Cheating is at least punished by -100.
- It is NOT a group project.



B. Bisection Method

Implement Bisection Method as a single purpose processor using Finite State Machine with Datapath.

- You can assume first given numbers are always integers.
- The better the precision the better the grade
- You must use IEEE754 floating point library for that Project.
- No FSM no grade
- C code, State Diagram, State Transition Table, Boolean
- Expressions must be included in a report.
- Demo is a MUST.
- Cheating is at least punished by -100.
- It is NOT a group project.